NOVEMBER/DECEMBER 2023

BECP64A/CECP64A — SOFTWARE ENGINEERING

Time: Three hours

Maximum: 75 marks

SECTION A — $(10 \times 2 = 20 \text{ marks})$

Answer ALL questions.

- List out the characteristics of WebApps.
- Define Software Engineering.



What is meant by class based modelling?

What are the basic guidelines for conducting a collaborative requirements gathering meeting?

- 5. Define Software Design.
- 6. What is meant by refactoring?
- 7. Define Unit testing.
- 8. What is meant by debugging?
- 9. What is agile team?
- 10. What is meant by project estimation?

SECTION B — $(5 \times 5 = 25 \text{ marks})$

Answer ALL questions.

11. (a) Describe the umbrella activities in process framework.

Or

- (b) What are the various categories of software?
- 12. (a) How to negotiating requirements in Software Engineering?

Or

- (b) Explain the Software Requirements Specification Template.
- 13. (a) What are the characteristics of a good design?

Or

- (b) Discuss the concept of Modularity.
- 14. (a) What is a "good" test? Explain.

Or

- (b) Discuss about validation testing.
- 15. (a) What options do we have when defining the structure of a software team?

Or

(b) How to decompose a problem in project management?

Answer any THREE questions.

- 16. Explain Evolutionary Process Models in software engineering.
- 17. Describe the elements of the Requirements Model.
- 18. Explain in detail about Architectural Design.
- 19. Describe in detail about system design.
- 20. Explain the metrics to measure software quality.

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